



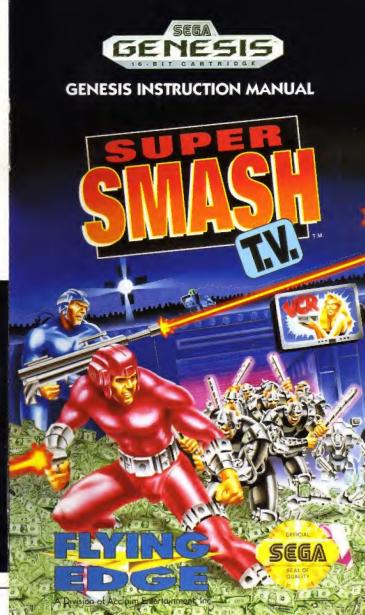


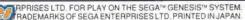






A Division of Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771







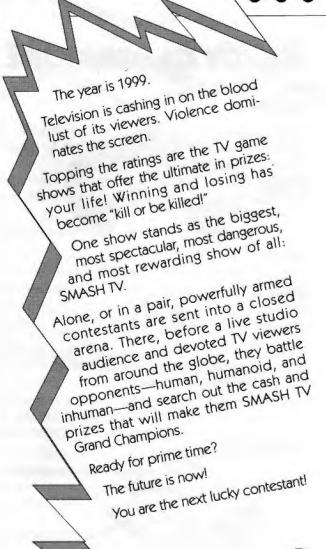
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

### Handling The Sega Genesis Cartridge

 The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.



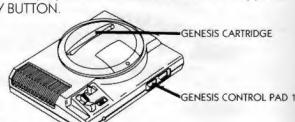
### READY CAMERA ONE

#### LOADING

- 1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (Super Smash TV is for one or two players).
- 2. Make sure the power switch is OFF. Then insert the Super Smash TV cartridge into the console and press it down firmly.
- 3. Turn the power switch ON. In a few moments, the Sega screen appears.
- 4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

After the Sega screen you will see the SMASH TV title screen and the list of Reigning Champions. To reach the player and control selection screen, press ANY BUTTON.



## 10 SECONDS TO AIR



SMASH TV is a One Player or Two Player game. With One Player only, however, it is also possible to use two controllers simultaneously arcade style.

To select the controller mode and the number of players, use the UP and DOWN D-BUTTONS to move the cursor to CONTROL and then press ANY BUTTON to scroll through the modes.

- 1 PLAYER 1 CONTROLLER—Pressing the D-BUT-TONS moves you around the arena. The A-BUTTON, B-BUTTON, and C-BUTTON aim and fire your weapons.
- **2 PLAYERS**—Requires 2 players, each with one controller. Pressing the D-BUTTONS moves players. The A-BUTTON, B-BUTTON, and C-BUTTON aim and fire your weapons.

1 PLAYER 2 CONTROLLERS—Pressing the PLAYER 1 CONTROLLER D-BUTTONS moves you. Pressing the PLAYER 2 CONTROLLER D-BUTTONS aims and fires your weapons.

For the 1 controller per player mode only, to change the set-up of your firing controls, use the UP and DOWN D-BUTTONS to move the cursor to OPTIONS and press ANY BUTTON. To scroll through the options, press ANY BUTTON again.

NORMAL —Fires in the same direction as you are moving.

REVERSE — Fires in the opposite direction as you are moving.

LOCK —Locks your fire in one direction (regardless of where you move).

To confirm your selection, press the START BUTTON.

To begin the game, press the START BUTTON again.

Note: You can only use the PLAYER 1 CONTROLLER to select the number of players and controller mode, and to reach the OPTIONS screen, but each player sets their own firing BUTTONS with their own CONTROLLER

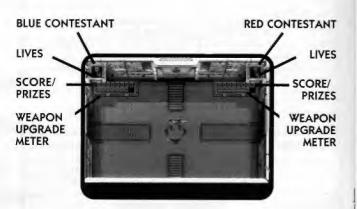


# THE CONTROLS... TRUE ARCADE ACTION

FOR 1 CONTROLLER PER PLAYER		
TO MOVE	Press the UP, DOWN, LEFT or RIGHT D-BUTTONS. To move diagonally, press in-between the D-BUTTONS.	
TO FIRE IN THE SAME DIRECTION AS YOU ARE MOVING	Press the A-BUTTON.	
TO FIRE IN THE OPPOSITE DIRECTION AS YOU ARE MOVING	Press the B-BUTTON.	
TO LOCK YOUR FIRE IN ONE DIRECTION (REGARDLESS OF WHERE YOU MOVE)	Press the C-BUTTON.	
FOR 1 PLAYER WITH 2 CONT	ROLLERS	
TO MOVE	Press the PLAYER 1 CONTROLLER UP, DOWN, LEFT or RIGHT D-BUTTONS. To move diagonally, press in-between the D-BUTTONS.	
TO AIM & FIRE	Press the PLAYER 2 CONTROLLER UP, DOWN, LEFT or RIGHT D-BUTTONS. To fire diagonally, press in-between the D-BUTTONS.	
FOR 1 or 2 CONTROLLERS PE	ER PLAYER	
TO PAUSE	Press the START BUTTON	
TO RESTART	Press the START BUTTON again.	

# ON THE SCREEN... EXCITEMENT SO INTENSE IT'LL BLOW YOU AWAY

Game play information appears at the top of the screen as follows:



# WEAPONS... I NEED MORE FIRE-

Your basic weapon, the machine gun, will obliterate your lesser opponents. However, final victory in any round demands that you grab every weapon upgrade and power-up you can find!

Once the symbol for an upgrade or power-up appears, to pick it up, move over it.

Power-ups, such as increased speed or the mobile forcefield, work simultaneously with your weapons, but only one weapon can be used at a time.

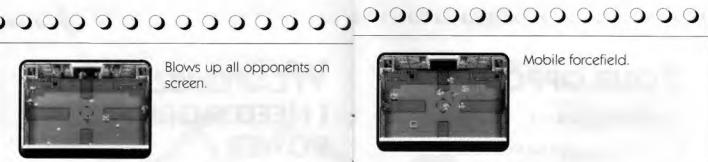
Note: With each new life, you also get the mobile forcefield. For crowd control, there's no equal!

Rapid fire grenade launcher.





Rapid fire, high-power grenade launcher.





Machine gun firing remote.



Discus defense.



Multi-direction photon gun.



Speed boost.



High power missile launcher.



Bonus life.

Note: Weapon upgrades last until all 6 of the

squares under your score turn red.

# YOUR OPPONENTS TONIGHT...

The audience is crying out for blood and with the forces stacked against you...they'll soon be satisfied! Opponents whose main strength is in numbers, like gangs wielding baseball bats, laser firing orbs, and exploding tin soldiers, will attack you at every opportunity throughout the game. However, each round of the show also features one Super-Star Opponent—with unique talents for mangling contestants. As the main attrac-

As the main attraction, they wont give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.

The Super-Star Opponents are:

#### MUTOID MAN

Half tank, half mutant, and all deadly! He'd just as soon run you over as look at you with his twin laser firing eyes. Pound him with everything you find and remember...armless isn't harmless.



#### SCARFACE

If looks could kill, Scarface would be ahead of the game. Not only is he ugly, but get hit and your career in prime time is history.



#### **COBRA HEAD**

The cobra is the king of the snakes and you've got double trouble! These mammoth reptiles have steel scales that will crush you like a bug and forked tongues that speak with high-tech firepower.



# BIG MONEY... BIG PRIZES... I LOVE IT!

Winning is everything...but winning big is even better. Grab the prizes that appear by moving over them...but watch out, they may also hide a dangerous land mine!

#### POINT VALUES:

Single Blue Orbs	2000
Orb-Train (each segment)	2000
Laser Orb	2500
Hulk Clubbers	500
Snakes	1000
Shrapnel Bomb	2750
Floating Robot	1050
Wall Gun Man	7500
Spear Men	500
Tank (per section)	7500
Red Swarmers (followers)	1000
Red Swarmers (leaders)	20,000
Cobra Boss (per hit)	300-1000
Scarface (per hit)	250-1000
Mutoid Man (per hit)	350
Game Show Host (per hit)	300-1000
Keys	15,000
Prizes (each pick-up)	5010

# THE ROUTE TO SUCCESS

At the start of each round a map shows the layout of the studio, including the location of bonus prize rooms. Pause and make a copy—knowing where you are comes in handy if you want to rake in the goods!



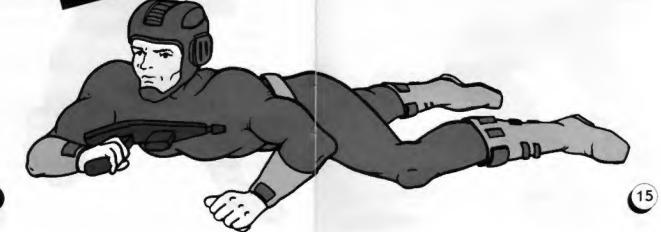
### CASH BONANZA: THE PLEASUREDOME

You want the big money? It's waiting just for you in the PLEASUREDOME...only to get in, you'll need a key, or maybe even a bunch...

PLEASUREDOME can be viewed by Grand Champion Only!

## DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat...but there can only be one SMASH TV Grand Champion and it's money in the bank that separates the big winner from the other mere survivors.



## STAYING WITH THE SHOW... CONTESTANT LIVES

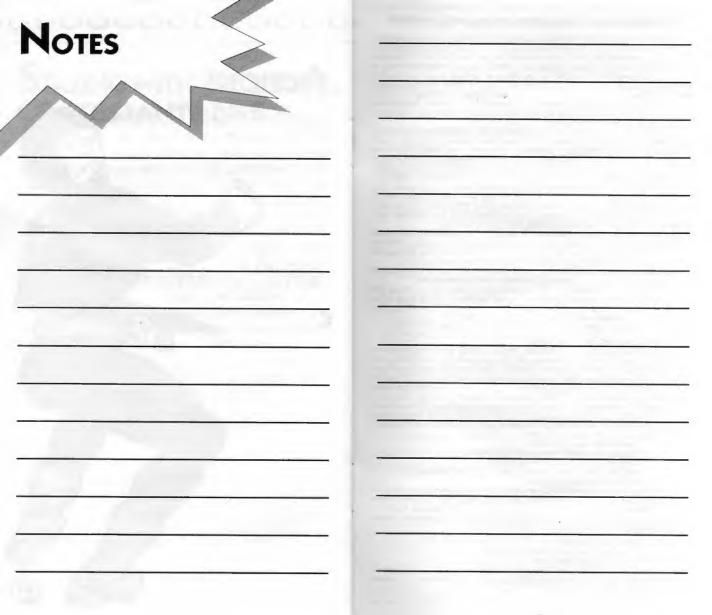
There'd be no show without you, so—in each round—in a 1 Player game, you get 7 lives and in a 2 Player game, each player gets 3 lives —plus any bonus lives you can pick up. Lives remaining are shown in the top left and right of the screen.

### REIGNING CHAMPIONS

Wasted an army of Orbs? Destroyed the Host with the Most? Made a fortune in cash and prizes? Congratulations. You are now a SMASH TV Reigning Champion. To enter your initials on the roster press the D-BUTTONS to move the cursor under each appropriate letter and press ANY BUTTON.

### **ACTION!**





#### FLYING EDGE (A Division of Acclaim Entertainment, Inc.) LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICU-LAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL INCI-DENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace detective media after the ninety (90) day warranty period has expired, send the original cartridge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address and a check or money order for \$20.00. Flying Edge, Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

#### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- · Reorient the receiving antenna
- · Relocate the Genesis with respect to the receiver
- · Move the Genesis away from the receiver
- . Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4

#### Flying Edge Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc.,

71 Audrey Avenue, Oyster Bay, N.Y. 11771

Smash TV<sup>™</sup> © 1990, 1992 Williams® Electronics Games, Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Flying Edge\*\* is a trademark of Acclaim Entertainment, Inc. All rights reserved.

FLYING EDGE™ GAME PAK WARRANTY REGISTRATION CARD	
FEITING EDGE GAIVIE FAN WARRAINTT KEGISTRATION CARD	

Fill out and mail this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on

Name: Phone:( )	Date:		
Street Address:			
City, State, Zip:			
1. Game title:			
2. Who purchased this game	?   Male   Female Age		
3. Who plays this game the r			
4. Why was game purchased	Why was game purchased for player?		
□Self-purchase □Request	ted gift OUnrequested gift		
5. How did you hear about the			
□Friend □Radio □TV □N	lewspaper DMagazine Ad		
□Game Review □In-Store	Display		
□Played Before Buying □			
<ol><li>How would you rate the g</li></ol>	ame play?		
1 2 3 4 5 6 7 8 9 10 (Best)			
7. How would you rate the g	How would you rate the graphics?		
1 2 3 4 5 6 7 8 9 10 (Best)			
<ol><li>Which kind of game do yo</li></ol>	Which kind of game do you like the most?		
□Action □Role Playing	Sports		
□Simulation □Maze/Puzz	le		
9. How often do you play coi	n-op arcade games?		
□Never □Sometimes □F	requently		
<ol><li>What game/computer sys</li></ol>	tems are in your household?		
□NES □Super NES □ Gen	esis 🗅 Game Gear		
□Game Boy □ PC(IBM or o			
1. How many times a month do you rent video gan	do you rent video games?		
<ol><li>Which magazines and con</li></ol>	nic books do you read?		
13. Comments:			
is. Comments			

Ovster Bay, NY 11771-9003

P.O. Box 9003

Cut along dotted line and send to Flying Edge Patents: U.S. Nos 4,442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No. 1, 183, 276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)